



£1.99

THE OFFICIAL STAR TREK[®] FACT FILES 92



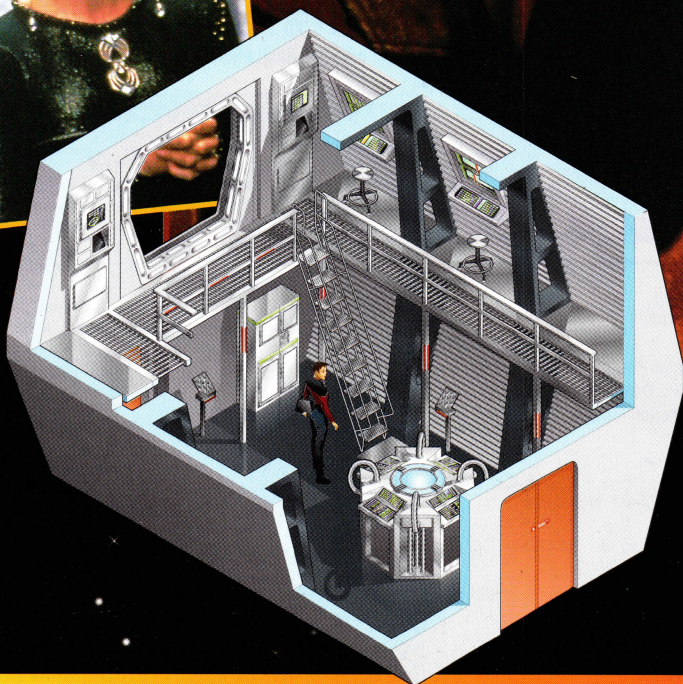
Mr. Homn Helps Out
Lwaxana Troi's loyal servant

Profile on Lily Sloane
Facing the future head on

The Ventaxians
Ardra calls in an old debt

Seska and the Kazon
Taking sides against STARFLEET

Time for the Krenim
The dangers of remaking history



WARP NACELLE CONTROL ROOM
Ensuring the Ship is Ready for Warp



ISSN 1364-3983



9 771364 398003



THE OFFICIAL STAR TREK[®] FACT FILES



CONTENTS: PART 92

The Guide to the STAR TREK Galaxy

The STAR TREK Timeline (Parts 83 and 84)
ALPHA ONIAS III
The VENTAXIANS
The KRENIM

FEDERATION STARFLEET

U.S.S. ENTERPRISE NCC-1701-D:
WARP NACELLE Control Room

Non-FEDERATION Starship

SUBLIGHT FREIGHTER

Personnel Files

SESKA and the KAZON
LILY SLOANE
MR. HOMN

Equipment & Technology

HARVESTER WEAPONS and Genetic Bath

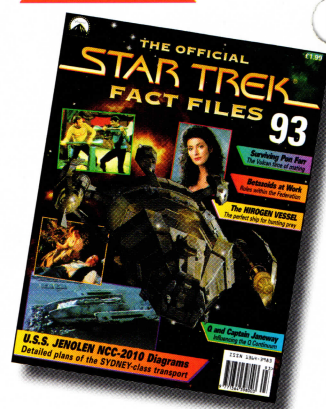
Starship Log

STAR TREK: THE NEXT GENERATION –
‘The Outrageous Okona’/‘The Schizoid Man’
STAR TREK: DEEP SPACE NINE – ‘Apocalypse Rising’

A-Z Access Point

Your continuing alphabetical reference source

COMING
NEXT WEEK:



The Guide to the STAR TREK Galaxy

PLANET HELL
The BETAZOIDS
BETAZIDS Within the FEDERATION
PON FARR

FEDERATION STARFLEET

U.S.S. JENOLEN NCC-2010

Non-FEDERATION Starships

The HIROGEN VESSEL

Personnel Files

Q and CAPTAIN JANEWAY
MAIHAR'DU: Servant to the NAGUS
TORAL

Equipment & Technology

STRATEGEMA

Starship Log

STAR TREK: The Original Series –
‘Day of the Dove’/ ‘Plato’s Stepchildren’
STAR TREK: VOYAGER –
‘The Gift’

A-Z Access Point

Your continuing alphabetical reference source

TM, ® & © 1998 Paramount Pictures. All rights reserved. STAR TREK and related marks are trademarks of Paramount Pictures. Fabbri Publishing Ltd. authorized user.

Published by GE FABBRI Ltd.
Elme House
133 Long Acre
London WC2E 9AW

Produced by Aerospace Publishing Ltd.
179 Dalling Road
London W6 0ES

This publication may not be reproduced in whole or in part by any means without the prior permission of Paramount Pictures. All rights reserved. This publication may not be lent, resold, hired out or otherwise disposed of by way of trade at more than the recommended selling price shown on the cover, or in a mutilated condition.

ALL PHOTOGRAPHS © PARAMOUNT PICTURES

Additional photographs supplied with the co-operation of CIC VIDEO

Special thanks to Michael Okuda, Denise Okuda, Rick Sternbach, and the Art Departments for the current STAR TREK series

Creative Director: Stan Morse
Managing Editor: Trisha Palmer
Art Director: Rob Garrard
Editors: Jennifer Cole, Marcus Riley
Design: Martin Ritchie, Danny Baldwin
Assistant Editors: Emily Mitchell-Heggs, Emma Tennant
Associate Editor: Ben Robinson
Authors: Jennifer Cole, Amanda Conti, Kathe A. Conti, Michael Conti, Peri Doslu, Tim Gaskill, Mel Gilden, Andrew Littlefield, Bill Margol
Artists: Rob Garrard, Peter Harper, Ian Fulwood, Studio Liddell, Stuart Wagland, Adam Willis
Colour reproduction by Bright Arts Graphics (S) Pte Ltd
Printed in Great Britain by Southernprint Ltd & Waddington Chorleys PFB Ltd
Trade distribution by DDL (Tel. 0171-221 8855)
PHOTO EDITOR, LOS ANGELES: Larry Nemecek
ART EDITOR, LOS ANGELES: Guy Vardaman
RESEARCH COORDINATOR, LOS ANGELES: Penny Smartt-Juday
CONSULTANT EDITOR: Tim Gaskill

CUSTOMER SERVICES

UK AND EIRE
COLLECTING YOUR MAGAZINES WEEKLY FROM YOUR NEWSAGENT Your local newsagent will be happy to take your regular weekly order for *The STAR TREK Fact Files*, so don't miss out – place an order today.
SUBSCRIPTIONS For information on how to take out a subscription, ring our Customer Services on 01424 758 303 or write to the address below.

BACK NUMBERS Missing a copy? To ensure that your collection is complete, use our back numbers service. Each issue will cost £1.99. **POSTAGE IS FREE.** (For issues with a free binder, please add £1.00 to cover postage and packing.)
HOW TO ORDER Orders should be sent to:

The STAR TREK Fact Files
Woodgate (Fabbri) Ltd, PO Box 1, Hastings TN35 4TJ

Please make your cheques/postal orders payable to Woodgate (Fabbri) Ltd.

Credit card orders can be given by phone on 01424 758 303.

CUSTOMER QUERIES If you have any queries regarding your collection, please telephone us on 01424 758 303

OVERSEAS MARKETS

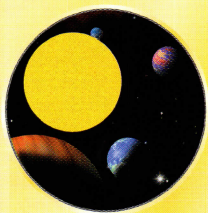
BACK NUMBERS If you require any back issues, ask your local newsagent or write to these addresses:

Australia: *The STAR TREK Fact Files*, Gordon & Gotch Ltd, PO Box 290, Burwood, VIC 3125 (Please enclose payment of the cover price plus A\$1 per pack p & h). Tel: (03) 9805 1700.

New Zealand: Netlink Distribution Company, Private Bag 92-514 Wellesly Street, Auckland.

South Africa: *The STAR TREK Fact Files* Back Numbers Department, Republican News Agency, PO Box 16034, Doornfontein 2028. Please add 2 Rand per pack p & h. Tel: (011) 477 7391.

Malta: Back numbers are available through your local newsagent.

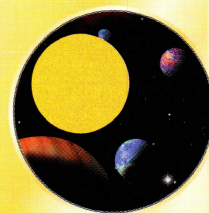


STAR SYSTEMS

The Guide to the STAR TREK Galaxy

FILE 4 CARD 21

ALPHA ONIAS III



STAR SYSTEMS

Alpha Onias III appears to be a barren, desolate rock barely capable of sustaining life. However, below its surface lies a surprising secret.

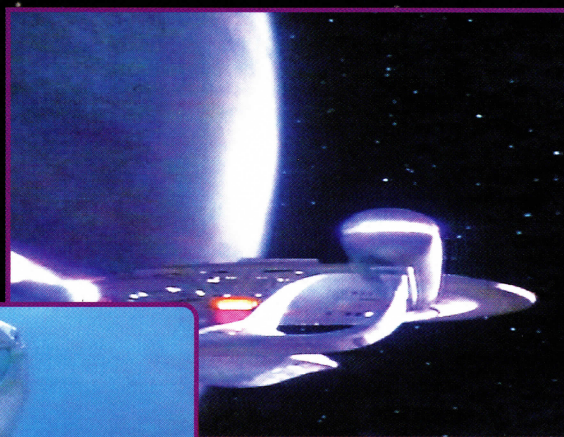
Alpha Onias III, a **Class-M** planet located in the **Alpha Quadrant**, is a barren world subject to harsh weather conditions. Far from hospitable, it is an excellent place to hide. Lying two kilometers beneath the crusty, dour surface of the planet is a giant, eerie cavern that has become home to **Barash**, a young male

who is the only sentient being on the planet.

Barash's mother left him on Alpha Onias III after their home planet was invaded; desperate to keep her son safe, and sure that her enemies would never stop looking for her, she chose to leave him alone in the heart of this barren world rather than risk his life.

However, she made sure she left her son protected, and that he

The gray world of Alpha Onias III is thought to harbor a secret Romulan base, prompting Starfleet to investigate.



OTHER CARDS IN THIS FILE...

- 15 YADERA II
- 23 DELTA RANA IV

SEE OTHER FILES...

CHARTING THE GALAXY ..File 3
STAR TREK: THE NEXT GENERATIONFile 69

A WORLD OF ILLUSION

Just a lonely boy

Alpha Onias III is home to a lone alien child named Barash, who lives in a world of illusion below its hostile surface. He was left here by his mother to hide him from her enemies; the planet is unlikely to draw the attention of any passing ships. Barash's needs are met by neural scanners that create virtual realities, but the young boy would prefer a real life to illusion.



Planet Alpha Onias III
Class M **Quadrant** Alpha
Also known as Possible Romulan base

Native name Not applicable.
Surface Barren, gray, misty, and cavernous.
Life Forms The only life form found is not a native. Called Barash, he has a gray, humanoid form. Distinguishing features include large eyes, a small nose and mouth, and long fingers.
Climate Permanently overcast.
Important Features No distinguishing features recorded. The planet is habitable, but lacks a climate favorable to most humanoids.
Starship Log
STAR TREK: THE NEXT GENERATION
'Future Imperfect'.

Barash uses the neural scanners to lure the U.S.S. ENTERPRISE to Alpha Onias III. He first poses as Commander Riker's son, and then as a Romulan prisoner. These fantasies show how lonely he has become on this desolate, gray planet. Amid these surroundings, all he really wants is companionship from another living being.

Barash is the only life form on Alpha Onias III. Although he is not indigenous to the planet, it has served as his home for many years.

had the essentials for survival. Barash's mother left him protected by sophisticated **neural scanners**, capable of meeting his every need. Barash is able to telepathically interface with this technology and use it to replicate anything his mind can imagine. He lives in a rich but ultimately unfulfilling world of fantasy. Alpha Onias III has certainly proved safe, but at a huge personal loss; it has been many years since Barash has had anybody 'real' with whom to interact, and he is desperately lonely.

The cavern in which Barash lives has numerous stalactites and stalagmites jutting into

the thin, misty atmosphere. Embedded within these formations are the neural scanners, which appear as warmly shimmering, vertical rectangles. Against the cold, gray terrain, the devices stand out as the only ray of light.

False friends

Overwhelmed by loneliness, Barash masterminds a complex web of fictional tales in an effort to create a reality in which he has the love, comfort, and nurturing he so desperately craves. In a world devoid of visitors, the neural scanners are the doors through which companions arrive, in the form of fictional

Below the planet's surface are the caverns that Barash calls home. The neural scanners embedded within the rock formations make Barash's survival possible.



The Guide to the STAR TREK Galaxy

FILE 4 CARD 21

ALPHA ONIAS III



The technology that creates the fantasy world is imbedded in the stalactites and stalagmites. They glow brightly in this dark environment.

characters and experiences. The scanners enable him to replicate anything he needs or wants, and allow him to create an elaborate and rich reality much like a sophisticated **holodeck** scenario. But it is much more than that: the scanners are able to manifest anything.

With the help of these incredible devices, Barash launches a probe into space that lures the **U.S.S. Enterprise NCC-1701-D** to him just by desiring 'real' companionship. No preprogramming is necessary; the neural scanners enable Barash to create widely varied experiences simply by thinking about what he would like.

Through his probe launch, Barash successfully lures an away team to his cavern on Alpha Onias III, where

the scanners create an inhospitable environment by filling the chamber with high levels of volcanic gas, sulfur dioxide, methane, hydrogen, and hydrogen sulfide, quickly convincing the team to return to the *Enterprise*.

New companion

The scanners are then able to block the transport of just **Commander William Riker** and probe his memory for details about his past. Barash uses this information to convincingly weave together bits and pieces of Riker's life in order to create a very convincing story, using the neural scanners to create the setting. When Riker supposedly wakes up from a 'coma' induced by a fictional bout of **Altarian encephalitis**, Barash has established a world that is 16 years into

Riker's future.

What Barash wants is loving companionship, and in the case of Riker, the love of a parent. He creates an exciting story with a believable plot and characters. The world he creates is almost foolproof; if not for a few glitches in the story, it is possible he could have had Riker as a 'dad' for years to come, and so had someone with whom to share his loveless, lifeless world.

Unfortunately for Barash, the neural scanners are unable to anticipate every move Riker might make, and the commander soon deduces that the entire experience is an elaborate ruse. Barash solves the situation by seamlessly altering the course of the storyline, making what previously happened look

like a subplot within a larger story.

The **Romulans** are neatly woven into the fabric of the story, probably because they were initially suspected of using the remote Alpha Onias III as a secret base. Riker is more convinced that he has been held captive by Romulans, who want him to divulge the location of **Outpost 23**; this seems a much more plausible story.

Rescue

When Barash blows his cover and Riker refuses to play anymore, the boy comes clean, revealing his true appearance: a humanoid child with long fingers, huge eyes, and gray skin.

Alpha Onias III certainly proved a good place to hide, but Barash's safety was won at a terrible

GALAXY FACTS

Another world that is nothing more than a holographic projection is Yadera II. Here, Rurigan is the only living being in a holographic village he created after the Dominion conquered his homeworld.

Kevin Uxbrige, a powerful Douwd, lives in isolation on the planet Delta Rana IV with an image of his human wife he created after she was killed by the Husnock.

price to a child who only wanted love and companionship. Ironically, once Riker knows the truth, he does not hesitate to take Barash with him off the planet. The young boy will begin a new life, leaving Alpha Onias III completely barren and lifeless once again; without his mind to feed them, the neural scanners will lie dormant.

MAKING HISTORY

Not what it seems

On a planet so devoid of life as Alpha Onias III, the neural scanners become essential to Barash's survival. These highly sophisticated devices are incorporated in a cavern below the inhospitable surface and away from the severe weather. The scanners are able to transform matter into any form Barash imagines and so he can create a rich fantasy life to keep himself company. However, it becomes apparent that Barash, although safe, wishes to interact with 'real' people and desperately misses the love of a parent. It is this need that ultimately allows him to leave this barren, hostile world.

Commander Tomalak is at the heart of a fantasy in which Riker is interrogated over the location of Outpost 23.



Riker is made to go through another fantasy, again involving the Romulans. This time, the boy is not his son, but a fellow prisoner whose name is 'Ethan'.



In the projected fantasy future conjured by a combination of Barash's imagination and Riker's memories, Picard is now an admiral, and Barash is Riker's 10 year old son.



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 102



OTHER GROUPS
AND RACES

THE VENTAXIANS

Centuries ago, **Ventax II** was on the brink of self destruction. According to legend, the planet's leaders made a deal with the devil in exchange for a millennium of peace and prosperity. Their society becomes idyllic, until the millennium approaches.

Ventax II is home to a simple and peaceful civilization; **Ventaxian** culture has evolved over the millennia, overcoming challenges that have destroyed other worlds.

Ventax II is a **Class-M** world with atmospheric and gravitational conditions similar to those of Earth. This provides a perfect growth medium for an agrarian society, which has been thriving for the last

1000 years. The planet has several large cities serving as centers of commerce and the seat of the planetary government. Most buildings are constructed in a pyramid style, interconnected by raised pedestrian walkways.

People and culture

The Ventaxians are humanoid in shape and of average build within the standard variations typical to humanoid species. Their

▶ **Acost Jared, the present leader of Ventax II, is obsessed with the legend of Ardra's second coming and can speak of little else.**

clothing consists of several layered garments, with long, ankle-length capes; individuals seem to adopt a monochromatic scheme for their clothing.

Ventaxian culture is near idyllic and although they

have been offered new technology, they have chosen to live without these advances. More than a millennium ago, the people of Ventax II evolved a complex technological society. Unfortunately, this

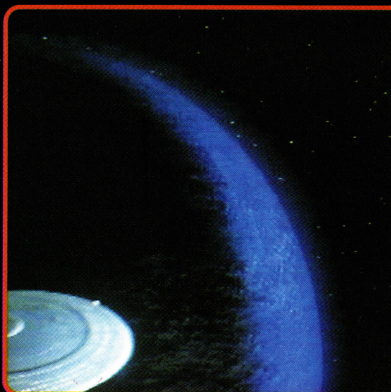
led to the breakup of the society into separate city-states. The population grew beyond control, decreasing natural resources and increasing pollution; the environment became increasingly toxic and food



A SIMPLE SOCIETY

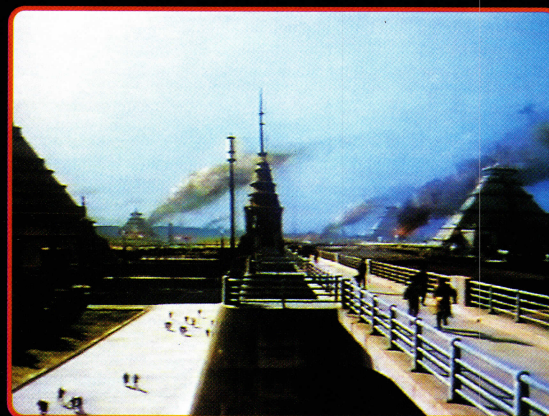
Peaceful cities

The civilization of **Ventax II** was once in turmoil. The technological development of the planet was accompanied by an ecological crisis: the population grew beyond control, and the toxicity of the planetary water supply and atmosphere led to the threat of epidemics. Food became scarce almost to the point of a global famine. Switching from a technological to an agrarian culture helped the Ventaxians out of this dark age into an era of prosperity.



Planet Ventax II
Class M **Quadrant** Alpha
Inhabitants Humanoid

Government A democratically governed society, led by current head of state, Acost Jared.
Environment Features Standard gravity
City architecture constructed of a pyramid-type design.
Beliefs A complex theological system centered upon a powerful being named Ardra, who offered the Ventaxians a thousand years of peace in return for their servitude thereafter.
Starship log STAR TREK: THE NEXT GENERATION 'Devil's Due'



▶ **The city architecture of Ventax II is simple and elegant; the buildings of the main cities are of a pyramid design, connected by raised pedestrian walkways.**

▶ **The U.S.S. ENTERPRISE is called to Ventax II in the year 2367, by an emergency distress signal. A Federation science station, located on the planet's surface, has been attacked by a group of rioting Ventaxians.**

OTHER CARDS IN THIS FILE...

58 THE SKRREEA
65 THE FABRINI
87 THE TAKARIANS

SEE OTHER FILES...

STAR TREK: THE NEXT GENERATION.....File 69



GALAXY FACTS

▶ **First contact with the Ventaxians was made in 2267, by a Klingon expedition.**

▶ **'Ardra' also claims to be the devil of many other cultures, including those of Earth and the Klingons.**

▶ **The Ventaxians brought about the era of peace themselves through cultural change, not by Ardra's magic.**

sources diminished. The global starvation that followed led to a civil war.

According to Ventaxian lore, approximately 1000 years ago, a powerful woman named **Ardra** appeared before the planet's leaders and presented them with a proposal. She promised 1000 years of peace and prosperity, providing the planet's inhabitants deliver themselves into her possession at the end of this period. The two parties agreed to this proposal and entered into a contract.

Change occurred over a period of time following Ardra's departure. A council was convened to address global problems, and the



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 102

THE VENTAXIANS



OTHER GROUPS
AND RACES

planet's economy shifted from an industrial to an agrarian base, providing a more ecologically sound and stable environment. Ventax II enjoyed a millennium of peace and prosperity.

Ardra's return

Ardra became the center of Ventaxian theology, regarded as the equivalent of Earth's devil. Her second coming is foretold to be heralded by evil omens such as the shaking of the planet and visions of Ardra.

With the millennium approaching, the Ventaxians become increasingly concerned with Ardra's

impending return. In 2367, as predicted, the planet experiences violent tremors and many Ventaxians have visions of the legendary Ardra. This leads to planet-wide panic, riots, and an attack on a **Federation** science station located on Ventax II. The station sends an emergency distress call, received by the **U.S.S. Enterprise NCC-1701-D**.

Before long, Ardra herself appears to the Ventaxians and to the crew of the *Enterprise*, claiming by the terms of the contract that the Ventaxians are her slaves. **Captain Jean-Luc Picard** does not believe she is the true



▶ **Lt. Commander Data acts as an arbitrary judge as Picard puts 'Ardra' on trial to prove that she is not the Ventaxian devil.**



▶ **Ardra presents the ancient Scrolls of Ardra as proof of her identity. Written at the time of the contract, they describe the events that will signal her return.**

▶ **Ardra does appear to display the impressive powers foretold in the sacred scrolls. Her second coming was to be heralded by "great and evil omens" such as violent planetary tremors.**

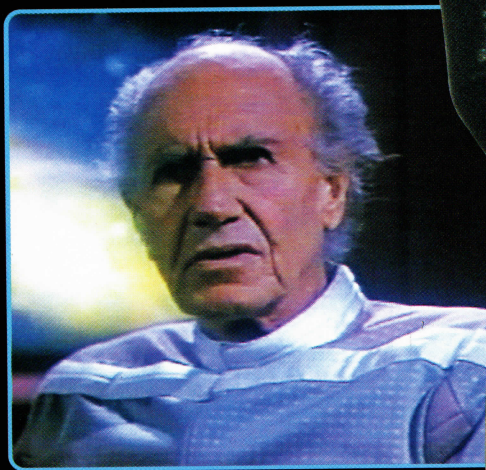


TAKEN HOSTAGE

Caught in the panic

A Federation science station is located on Ventax II. In 2367, when the Ventaxian society erupts in riots and hysteria over the supposed second coming of their world's nemesis, **Ardra**, the Federation scientists find themselves caught in the middle. The visions of Ardra cause a planetwide panic, leading to an attack on the station. The head of the station, **Dr. Howard Clark**, sends out an emergency distress signal which is received by the **U.S.S. Enterprise**. Unfortunately the starship does not arrive in time, and the scientists are taken hostage by a group of Ventaxians.

▶ **Dr. Howard Clark is concerned that the visions of the legendary Ardra will endanger his staff; he sends a distress signal in the hope that a starship will rescue them before the situation becomes more volatile.**



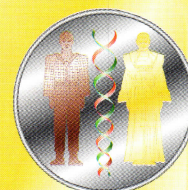
Ardra, and so challenges her in an arbitration carried out according to strict Ventaxian law. Picard exposes Ardra to be an interstellar con-artist who learned of the ancient contract and impersonated the mythical Ardra using a complex system of **transporter** technology, tractor beams and holography. To prove his point, he then uses the same technology to accomplish his own feats of 'magic'. 'Ardra' is exposed as a fraud and taken into custody, and the Ventaxians remain free.



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 103



OTHER GROUPS
AND RACES

THE KRENIM

The militaristic species known as the **Krenim** are feared throughout their sector of the **Delta Quadrant** because of their awesome temporal weapon. This device can erase entire civilizations from the fabric of time, but its terrible power will be the Krenim's undoing.

The **Krenim** are humanoids from the **Delta Quadrant**, identified by unique facial features on their temples. They are a militaristic, male-dominated society who fight with temporal weapons that can change history. At the height of

their power, the **Krenim Imperium** controlled more than 900 worlds that spanned 5000 parsecs. Within this region, they held 200 hundred star systems, and maintained thousands of warp capable vessels; the furthest their power reached was the colony on **Kyana Prime**.

But at their lowest point, they lacked even warp technology, holding just a few planets and even fewer vessels; not even the **Borg** knew about them.

The Krenim are incapable of compromise; their own inwardness forces them to avoid discussion. They consider anyone who consorts



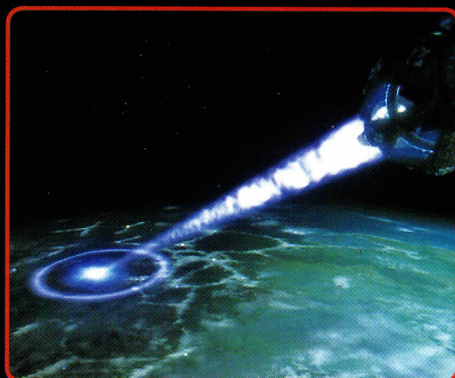
▲ **Annorax plans to restore the Krenim culture to its former glory by manipulating timelines, but he also has a more personal goal to fulfill: to bring back to life the family he lost to a deadly disease.**

with their aggressors to be their enemy, adding to their isolation and insecurity. Their own rationalization has caused them to commit genocide on a scale never seen before.

TURNING BACK THE CLOCK

War across time

Inhabiting a large area of space filled with Class-M planets, the Krenim Imperium's domination over the territory is maintained through weapons based upon temporal science. This technology has allowed the Krenim to dominate the area on various occasions as they manipulate time. Their temporal weaponry, and the ship that houses it, was invented by Annorax, a scientist who views time as an entity consisting of moods and colors. Much of what is known about the Krenim comes from this obsessive, driven man.



◀ **The TEMPORAL WEAPON SHIP** fires on its target civilization from orbit. Concentric circles of temporal energy spill out across the surface from the spot it hits.

▼ **The temporal weapon creates a wave of chronometric particles that erase its intended target from the structure of the spacetime continuum.**



◀ **Once the wave effect of the temporal weapon passes, the area affected by it is changed to a revised state in which the target never existed.**

OTHER CARDS IN THIS FILE...

- 46 THE KALTONS
- 71 THE SARPEIDONS
- 72 THE DEVIDIANS

SEE OTHER FILES...

WEAPONS.....File 60
STAR TREK: VOYAGER.....File 71

Twisting the timeline

The history of the Krenim's confrontation with others is centuries long and depends upon their place in the time continuum. The result is seen in how their aggressiveness toward others is carried out. Common to all times is their tenacity to threaten even when their enemy is superior to themselves, and their bullying can become dangerous

Designation	Krenim Homeworld
Class	M
Quadrant	Delta
Inhabitants	Humanoid
Government	Ruled by a militaristic government.
Environment	Standard gravity.
Culture	The Krenim people were once rulers of hundreds of planets across the Delta Quadrant, but their temporal meddling means that their history is malleable and constantly in flux.
Remarks	The Krenim are an advanced species, but with a dedication to their culture that borders on the extreme.
Starship log	STAR TREK: VOYAGER 'Year of Hell'



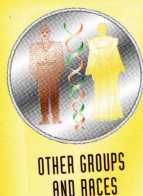
GALAXY FACTS

- ▶ The **U.S.S. Voyager's** astro-metrics lab maps Krenim space to near spatial grid 005.
- ▶ The Krenim have waged war on the Garenor and Ram-lad homeworlds, Rilnar, and the Malkoth and Alsurian empires.
- ▶ The **Temporal Weapon Ship** contains artifacts collected by Annorax from lost histories, such as the drink Malkothian Spirits.

when they have the power to carry out their threats. Their temporal incursions present possibilities for incredible destruction, and the Krenim show no remorse for their actions in using it, arguing that they can't destroy something which never existed.

This deadly technology is housed aboard the **Temporal Weapon Ship**, on which the command structure is rigid and loyalty is strong; it is not uncommon for officers to spend months laboring over small details and calculations. They take immense pride in their precision.

Yet, when first used, the temporal weapon has a disastrous effect on the Krenim people. **Annorax**,



OTHER GROUPS AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 103

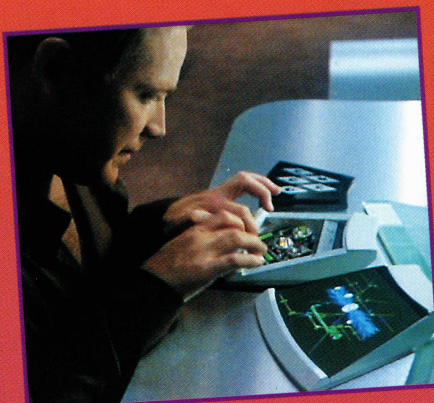
THE KRENIM



OTHER GROUPS AND RACES



◀ **Krenim military technology is based around understanding and controlling temporal physics, the science of time manipulation. This dangerous knowledge is put to use in the beams fired by the deadly TEMPORAL WEAPON SHIP's main cannon.**



▼ **The technology used by the Krenim is highly advanced, but not beyond the grasp of Starfleet officers. Tom Paris is able to access data using PADD-like devices he finds aboard Annorax's ship.**

the inventor of the weapon, first uses the device against the Krenim's greatest enemy, the **Rilnar**. Their erasure from time brings the Krenim back to power; it is a glorious moment for the Krenim Imperium.

Fatal miscalculation

Unfortunately, Annorax fails to take into account that the Rilnar introduced a crucial antibody into the Krenim genome, causing a rare disease to break out that results in the death of 50 million within a year. In the process, he loses his wife on the Kyana Prime colony, and he comes to see time as a force seeking vengeance and retribution for his arrogance in trying to control it. No subsequent

alteration to the timeline has been able to restore his family.

In order to remain unaffected by their own temporal incursions, the Krenim crew protect themselves with temporal shields. This provides timeless eternity for the crewmen, and safe passage from any outside harm. The Krenim men under Annorax's command may appear young, but they are more than two centuries old. All of them are homesick for their time-lost planet, and long for time to run its own course.

Despite their largely rigid and closed nature, an insight into the personalities of the Krenim people can be gained by examining their off-duty activities.

Small personal artifacts, such as a loved one's lock of hair, can bring much sentimental value when the crew is so far, in both time and space, from home; a Krenim might celebrate a birthday of a brother who died 200 years earlier because for him, time has not marched on as it has for the rest of the Galaxy.

But even with the terrifying power of this weapon, the **Zahl**, the Krenim's most common neighbor, eventually defeat them. The Zahl take back the planets the Krenim have annexed, and dismantle their military forces. Unfortunately for the Zahl, the **Temporal Weapon Ship** escapes. The technologically advanced Zahl are

not naturally confrontational, and were only trying to defend themselves; the paranoid and territorial Krenim seem capable of evading them indefinitely.

Return to the past

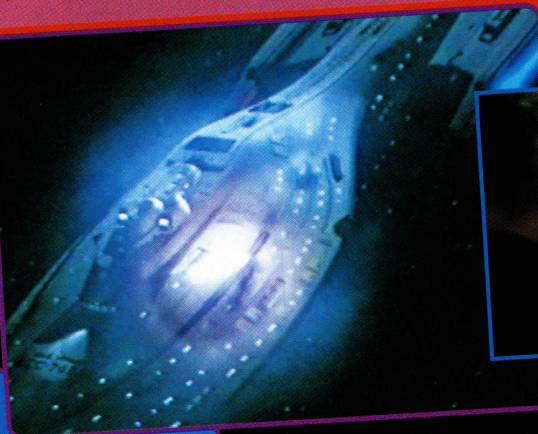
An alliance between the **Starfleet** vessel **U.S.S. Voyager NCC-74656**, the **Nihydron**, and **Mawasi** helps to finally defeat the Krenim, and the consequences reset the time continuum back to a time before the **Temporal Weapon Ship's** creation. Fortunately, it leaves the Krenim less aggressive toward disputed claims over their territory, and, ironically, brings Annorax back to his wife on Kyana Prime.

▼ **Paris and Chakotay are brought aboard the TEMPORAL WEAPON SHIP by Annorax.**

LETHAL WEAPONS

Changing time

Incredibly, by the time the crew of the **U.S.S. Voyager** help to defeat the Krenim, they have already faced these deadly aliens once, in an alternate timeline remembered only by Kes, who is no longer a member of the crew. Kes finds herself traveling backward in time from the moment of her death, due to the interaction of particles from a Krenim chroniton torpedo, with which she was infected years before, with the biotemporal chamber in which she is being treated. During her time jumps, she experiences a period referred to by the crew as the 'Year of Hell', during which they are under constant attack from the Krenim. Kes eventually emerges from her time jumps in a period before this takes place, but **Voyager** later engages the Krenim and experiences similar, though not identical, events to those she experienced; this timeline itself is later wiped from existence when the Krenim are defeated.



▶ **The crew of the U.S.S. VOYAGER develop their own variant of the Krenim's temporal shield technology to defeat their enemy.**

◀ **One of the weapons used by the Krenim is the chroniton torpedo, a specially shielded warhead platform.**



▼ **Paris learns more about the Krenim from one of their crew.**



Sublight Freighter

Caught in orbit around a Class-M planet, a *sublight freighter's* leaking radioactive cargo poses a deadly threat to the inhabitants of Gamelan V.

On Stardate 44307, the inhabitants of Gamelan V find an abandoned *sublight freighter* in orbit around their planet. The unmanned vessel is of indeterminate origin, and is capable of traveling at only impulse speeds. Its engine reactor elements are now inactive, and it has been drifting through space for approximately 300 years.

The freighter carries leaking radioactive wastes that jeopardize the safety of Gamelan V; its mere presence in the upper atmosphere causes radiation levels on the planet to increase by 3000 percent. At a distance of 1000 meters from the ship, the radiation levels are 70 millirads per minute; rates of just over 300 per minute would prove fatal. The freighter is heavy and cumbersome to move, and is in a state of rapid deterioration. The fact that it carries no identifying markings may indicate that the waste it carries was dumped illegally, but by whom and from where is unknown.

When the vessel fails to answer their hails, the inhabitants of Gamelan V fear that their peaceful world is under attack. But they lack the technology to determine the source, and require help from outside. **Chairman Songi** is forced to send out a general distress signal and the *U.S.S. Enterprise NCC-1701-D*, the closest vessel to the scene, answers. A quick report from Songi reveals that the immediate danger from the leak is to three small islands that are not heavily populated. But the freighter could pose a greater problem to more populated areas as it continues to orbit the planet.

Starfleet to the rescue

More than twice as long as the *Enterprise*, the freighter's propulsion employs a gaseous-core fission reactor that is currently offline, and there are three large engine manifest ports at the rear of the long vessel. After determining the state of the contents onboard the freighter, **Commander Riker** decides to push it into the Gamelan sun. The ensuing nuclear reaction will safely destroy the material, and prevent any further harm to the Gamelans.

Unfortunately, this maneuver isn't possible since the **Meltasian Asteroid Belt** is in the way; colliding with any of the asteroids could prove highly dangerous. It is decided that because the radiation levels are so high, it won't be possible for the *Enterprise* to get close enough to create a debris-free field with the ship's deflectors, so Riker decides to send a construction module with eight thrusters over to the drifting vessel. Once this module has attached the thrusters along the stern of the

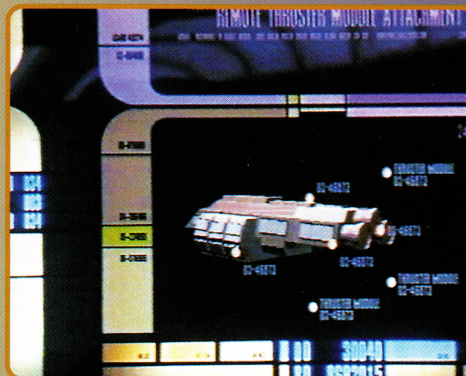
freighter, the *Enterprise* can pilot it by remote. These small thrusters are fired manually from the bridge of the *Enterprise*. It is important that they be properly placed so that it gradually accelerates; if acceleration isn't consistent, there may be loss of structural integrity, causing the vessel to spin out of control.

After initiating a prefire sequence, the thrusters are fired, and their power level is gradually accelerated to 40 percent. The freighter slowly starts to move away from the planet. Unfortunately, two thrusters lose their moorings, and compromise structural integrity; adjusting the thrust vectors of the other six thrusters to compensate doesn't work.

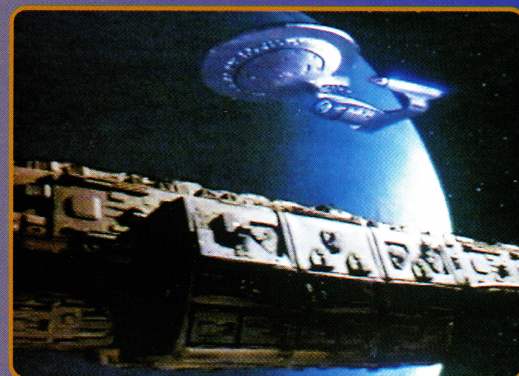
Pulled to safety

Riker decides to position the *Enterprise* 1000 meters forward of the freighter, from where they can lock on the tractor beam. Traveling at one-quarter impulse power, the *Enterprise* attempts to pull the freighter through the asteroid field. This maneuver requires manual control on the shearing effect of the tractor beam, but it starts to destabilize once the shearing force reaches 93 metric tons. To compensate, auxiliary fusion reactors are brought online; rotating the output of these auxiliary reactors gives the *Enterprise* the power it needs.

As the level of radiation leaking from the freighter continues to rise, reaching over 300 millirads per minute, the danger to the *Enterprise* crew is immediate. However, once safely past the asteroid belt, the *Enterprise* cuts the beam off, and arcs away from the drifting freighter. The speed of the freighter increases as it draws near to the sun's gravity until it falls into the raging heat of the star, where it is safely incinerated.



▲ The *ENTERPRISE's* computers are soon able to determine the exact extent of the danger posed by the *SUBLIGHT FREIGHTER*.



▲ The *SUBLIGHT FREIGHTER* is twice the size of the *GALAXY-class U.S.S. ENTERPRISE NCC-1701-D*; its bulk makes it difficult to maneuver.



▲ Despite the freighter's huge size, the *ENTERPRISE* attempts to pull it safely away from Gamelan V and into the system's sun, where it will be destroyed harmlessly.



▲ Due to the deteriorating state of the *SUBLIGHT FREIGHTER*, the *ENTERPRISE* crew have to be very careful that structural integrity is maintained.

OTHER CARDS IN THIS FILE...

APPENDIX CARD 1: FREIGHTERS OF THE FOUR QUADRANTS

SEE OTHER FILES...

CHARTING THE GALAXYFile 3
STAR TREK:
THE NEXT GENERATION...File 69

Sublight Freighter

SUBLIGHT FREIGHTER

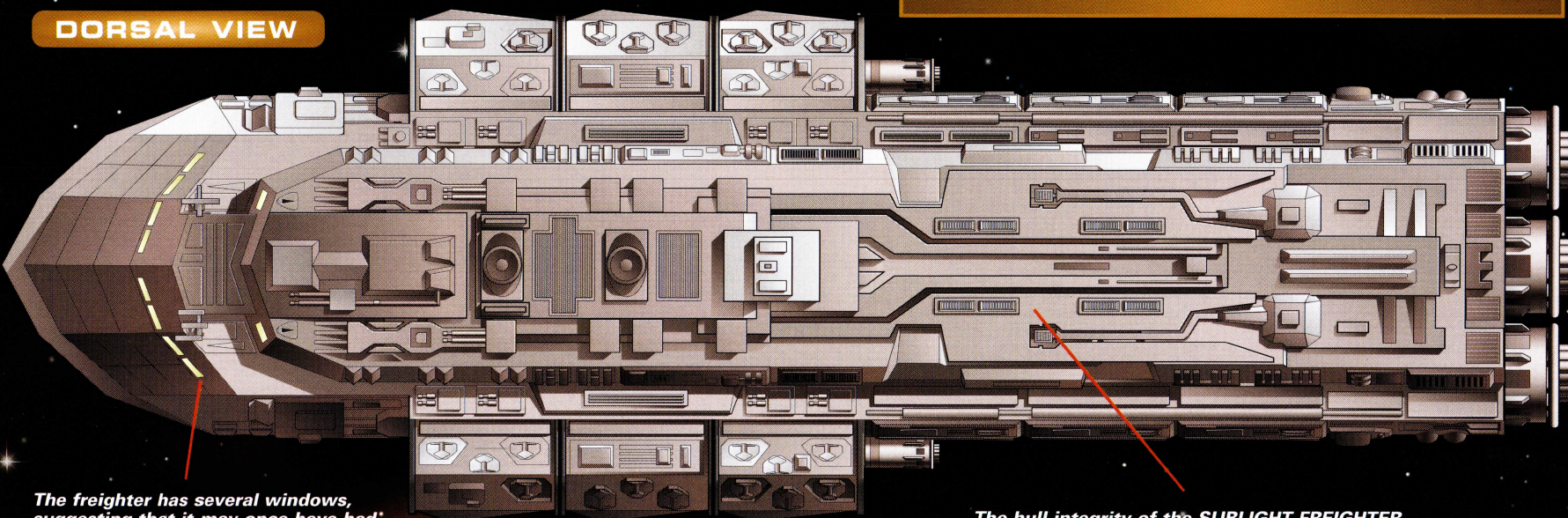
First recorded: 2367

Origins: Unknown

Cargo: Radioactive waste.

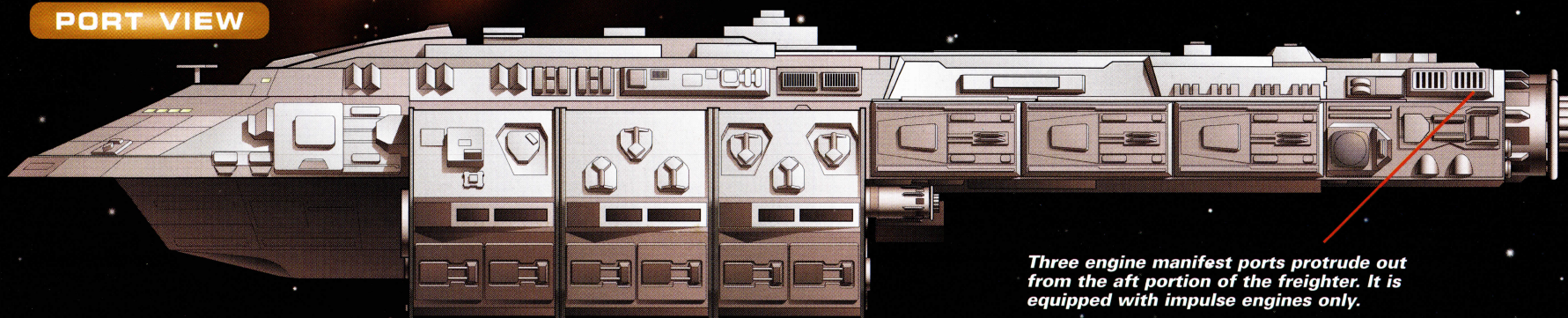
Remarks: This unidentified freighter has been wandering the Galaxy for at least 300 years.

DORSAL VIEW



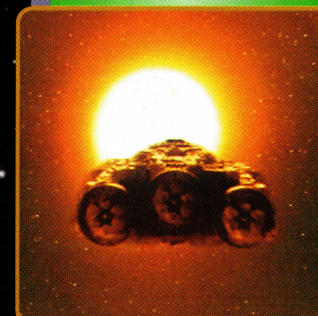
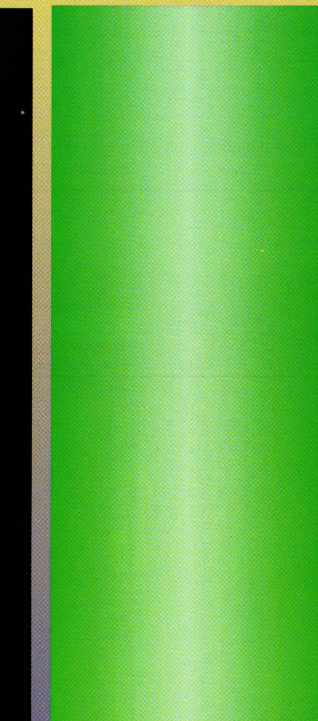
The freighter has several windows, suggesting that it may once have had a crew, but no trace of them remains.

PORT VIEW



The hull integrity of the SUBLIGHT FREIGHTER is deteriorating, causing radioactivity to leak out, and making it difficult to tow.

Three engine manifest ports protrude out from the aft portion of the freighter. It is equipped with impulse engines only.



Once clear of the asteroid belt, the SUBLIGHT FREIGHTER is freed from the tractor beam and left to drift into the Gamelan sun where it is destroyed.

Seska and the Kazon

Once it is discovered that **Seska** has passed on **Federation** technology to the **Kazon**, she defects — a move which forces her hand even further against her former allies.

Cardassians are infamous for their double dealing and lying; in this respect, **Seska** proves no different. Genetically altered to pass as a **Bajoran**, her career as a secret agent has already begun when she finds herself stranded aboard a **Federation** ship in the **Delta Quadrant**.

Aboard the **U.S.S. Voyager NCC-74656**, Seska is isolated among a crew that may throw her in the brig for their entire journey home if they find out her true identity. Continually frustrated by what she considers to be **Captain Janeway's** unwillingness to take advantage of opportunities that can get them home more quickly, or to protect them from their enemies, Seska decides she would be better off elsewhere.

It becomes increasingly clear to Seska that **Captain Janeway** is not prepared to comprise **Federation** ideals

to ensure their safety and return them home as soon as possible. When the **Kazon-Nistrim** say they are willing to protect **Voyager** in return for **replicator** technology, Seska has no qualms about violating the **Prime Directive** and giving them what they want if it will enable the ship to pass safely through their space, but **Janeway** is unwilling.

To Seska, this is unbelievable, and she decides it is time to form closer ties with the **Kazon** in order to avoid being attacked. To this end, she covertly sends a message to a **Kazon** ship containing information on how to develop **replicator** technology.

Traitor

When the crew of **Voyager** discover Seska's duplicity, both as a **Cardassian** spy and in leaking information to the **Kazon**, she flees **Voyager** and joins a **Kazon** ship

PROFILE ON A DEFECTOR

NAME: Seska

LIFE FORM: Cardassian female

STATUS: Former Cardassian spy and Kazon collaborator; now deceased.

BACKGROUND: Seska was surgically altered by the Cardassians to look Bajoran, so that she could infiltrate the Maquis. It was hoped she could relay their terrorist activities without being caught. However, because of the unexpected train of events she has become stranded in the Delta Quadrant, isolated from her fellow Cardassians and still posing as a Bajoran.



▲ **Seska finds herself stranded with a Federation crew that sometimes seem more interested in upholding the Prime Directive than in getting home. She soon decides that her best chance of survival lies with the Kazon.**

As she becomes increasingly aware of her dire situation, a pact with the **Kazon** appears to offer her a way out.

FIRST SEEN WITH THE KAZON: 'Parallax' [VOY]

where she befriends **First Maje Jal Culluh**. She seems sure that she must throw in her lot with the **Kazon** if she is to survive, but her ultimate motives are far from clear.

The **Kazon** have a very patriarchal society and females are normally not allowed to dictate policy. While Seska is a special case as she has special knowledge of **Voyager** and

how to defeat it, and also proves a very useful and tactful advisor to **Culluh** in his battles against the other **Kazon** sects, she still has to endure his sexist attitude.

Obviously Seska needs to keep in favor with **Culluh** and the **Kazon-Nistrim** if she is to survive, but whether she is helping them so she can sit by the leader's side and help make them the most powerful

sect in the quadrant, or use them to help her capture **Voyager** so she can continue her journey home without the **Federation** ethics hampering her, is unclear. Seska may not know herself, and is merely playing the situation as best she can as events unfold.

Under Seska's guidance, **Culluh** makes a daring raid against **Voyager** and steals a transporter module.

LIFE OF BETRAYAL



★ Illicit alliance

Seska looks on as the Doctor treats an injured Kazon soldier. If he survives, he will betray her dual loyalties.



★ Duped

Seska is confronted by Chakotay. He feels foolish that he hasn't realized she is Cardassian and the Kazon collaborator.



★ Guidance

Seska advises First Maje Jal Culluh to form an alliance with other Kazon sects in order to take the U.S.S. VOYAGER by force.

Seska and the Kazon



★ Devious

Seska keeps up clandestine communications with Michael Jonas, and plans a raid on the U.S.S. VOYAGER.

Seska then realizes they are at an advantage and contacts other, less powerful, Kazon sects – the **Mostrai**, the **Hobii**, and the **Oglamar** – hoping they will be more inclined to help capture *Voyager*. Seska also recruits **Michael Jonas** to sabotage the ship and make capturing it easier for the Kazon. Jonas agrees; he too thinks he will have a better chance of getting home if Janeway is not in charge.

Scheming continues

In a plot to uncover the spy, **Tom Paris** pretends to leave the ship. He is picked up by Culluh, and, on the Kazon ship, a pregnant Seska confides to him that she does not wish to raise her baby among the Kazon and will not rest until *Voyager* is hers.

All these moves are typical of Seska and her ability to manipulate situations. She believes she is smart enough to dictate policy to the Kazon without them knowing. She is also aware of who she can manipulate aboard *Voyager*.

Whatever her true motives, she is not adverse to using her baby to lure *Voyager* into a trap. She leaves a message for **Chakotay** asking for help to protect "their" son. The plan works, and Seska and Culluh take charge of *Voyager*. Seska seems to have accomplished her goal: the entire crew of *Voyager* is left on the surface of a **Class-M** planet called **Hanon IV**.

Culluh is delighted when Seska

suggests that instead of merely testing the ship he should destroy their enemy's base on **Runara IV**.

Whether or not this action indicates that Seska is loyal to the Kazon is unclear. Certainly, her suggestion will place the deaths of thousands on her conscience, and it is possible that it is a way to confirm her loyalty to Maje Culluh; she still needs him on her side.

But her plan proves too ambitious. Thanks to Tom Paris, a fleet of **Talaxian** ships, and the last desperate act of **Lon Suder**,

"And with a few more ships, you can defeat Voyager. And when you have the rest of their technology, the other sects will have no choice but to fall into line."

— Seska to Maje Culluh

★ Victory

Seska, holding the child that she claims is Chakotay's, achieves her aim of taking the U.S.S. VOYAGER with the help of the Kazon-Nistrim sect.

★ In charge

The Kazon males are unhappy to be directed and advised by a female. However, with Seska's help they successfully board and take the U.S.S. VOYAGER.



Voyager's phasers overload, causing an explosion on the bridge that mortally wounds Seska. She has only enough strength to crawl to the ready room for one last look at her child before she dies.

Even after her death, Seska's true goals remain unclear. The Kazon, with their limited technology, were unlikely to be



★ Father

After Seska is killed, Jal Culluh takes custody of her child. He is, in fact, the baby's true father.

able to get her home. But she was certainly frustrated by Captain Janeway's need to help every troubled alien and to investigate every natural phenomenon, and perhaps she merely wanted to take command of *Voyager* and follow a more direct route back to the Alpha Quadrant.

Seska's goals seem ultimately to have been geared to serve her own ends, showing little loyalty to those with whom she allied herself unless she stood to gain from the situation. She seems to have used Maje Culluh and the Kazon-Nistrim just as much as she used Chakotay, the **Maquis**, her crewmates aboard the *U.S.S. Voyager*, and even her own son. Her constant duplicity makes it difficult to extract the truth from anything she said, and in the end she proved to be no more loyal to her new allies in the Kazon than she was to **Starfleet**.

UNEASY ALLIANCE

Untrustworthy

To Cardassians, it is often second nature to be manipulative and devious. Seska's motives are often unclear as she tries to keep ahead and achieve her aims. As the only Cardassian in the Delta Quadrant, she knows that the Federation crew, and particularly the former Maquis, of the *U.S.S. Voyager* would not treat her kindly if they discovered she was a Cardassian. When it becomes clear that Captain Janeway will not abandon Federation principles, her frustration leads her to form an alliance with the Kazon. This proves to be a strained relationship; the Kazon have a patriarchal society and do not like being told what to do by females. Added to this is Seska's often unpredictable behavior that arouses Jal Culluh's suspicions.



▲ Suspicious

Relations between Seska and Jal Culluh are often strained. As a Cardassian spy, she is skilled in the art of deception, and he is often wary of her motives.

FILE 44 NON-STARFLEET HUMANS

Lily Sloane

During the aftermath of a devastating nuclear war, engineer Lily Sloane builds a starship from salvaged parts that will change the history not only of Earth, but of the entire Galaxy.

Lily Sloane is first and foremost a survivor. Within just 10 years of a terrible world war in the mid-21st century, she is a member of a persistent scientific community holed away in remote Montana. Though she remains relatively unsung in the annals of history compared to her famous colleague, **Zefram Cochrane**, she plays a pivotal role in shaping the future of the **United Federation of Planets** and of humanity.

Sloane is a beautiful woman of African descent. Her readiness to smile belies her intelligence and toughness; when faced with danger, she shoots first and asks questions later, a response to the world in which she lives.

Sloane works with Cochrane to develop the **Phoenix**, the first vessel from Earth that is capable of breaking the warp speed barrier. Ever resourceful, she scrounges around abandoned military hard-

ware supplies to find the materials that built the ship; it takes her six months just to find enough titanium to build a four-meter cockpit. Her motives, however, are not purely for the advancement of the human race's space program; like Cochrane, she hopes for a material gain for all her hard work.

Date with destiny

Ironically, though slated to join Cochrane in the first-ever warp flight for humans on April 5, 2063, Lily finds herself in space a day earlier on April 4, when the timeline is altered by a **Borg** attempt to assimilate Earth. When the abandoned missile complex where the **Phoenix** is housed is attacked, her first response is to protect the ship. Exposed to extreme theta radiation from a leak in the damaged vessel, Sloane is discovered by an away team from the **U.S.S. Enterprise NCC-1701-E**, and is transported directly to the ship's sickbay by **Dr. Beverly Crusher**. Crusher

PROFILE ON SLOANE

NAME: Lily Sloane

LIFE FORM: Human female

BORN: 21st century

STATUS: Engineer who worked with Zefram Cochrane on the legendary **Phoenix**, the first Earth ship to break the warp speed barrier.

HISTORY: After suffering radiation poisoning during a Borg attack, Lily is taken aboard the **U.S.S. Enterprise NCC-1701-E**, a ship from 300 years into her future.

FIRST SEEN: STAR TREK: FIRST CONTACT



▲ Lily Sloane survives a nuclear war and a Borg attack, keeping a cool head in what many would find impossible circumstances.

★ Fond farewell

As they part company, Picard tells Lily that he envies her; she is living through such an exciting period of history.



★ In orbit

Captain Picard has no choice but to tell Lily the truth: she is on a spaceship, orbiting Earth.



★ Needing treatment

Lily suffers radiation poisoning when the Borg attack damages the **PHOENIX**.



MAKING HISTORY

★ Under attack

Lily and Zefram Cochrane have to duck the flying debris when the **BORG SPHERE** attacks the Montana settlement where the **PHOENIX** is preparing for launch.



Lily Sloane

intends to wipe Sloane's memory once the radiation is cleared from her body, but when the Borg invade sickbay, the doctor is forced to bring Lily out of sedation in order to make an escape.

Unaware that she is in orbit, Sloane is convinced she's been kidnapped by a faction called the **Eastern Coalition**. She makes a quick decision to escape from Dr. Crusher's medical staff, but soon runs into **Captain Picard**, who is running from an onslaught of Borg drones. Confused and frightened, Lily goes immediately into action; securing Picard's **phaser**, she holds the weapon on him and tells him to get her out of the maze of tubes. Picard obeys her order.

Picard is anxious to get them both to safety, but he has to find a way to educate Lily about their

tenuous situation. When he takes her to an umbilical docking port on Deck 16, and opens the portal to reveal Earth below them, her bravado disappears, and she hands him back his phaser.

Defiant spirit

Lily is understandably frightened when first confronted with the Borg, but she quickly gains trust in her new ally Picard, and is full of curiosity about the *Enterprise* and the future of technology.

When Picard takes her into **holodeck 4**, and runs the novel **'The Big Goodbye'** in order to entrap and kill the two Borg drones he's goaded into a chase, Sloane has a hard time resisting the urge to gawk. But, when Picard orders her to look natural, she effortlessly falls into her role, and she joins in



★ Holodeck

Lily comes face to face with many futuristic devices aboard the ENTERPRISE, but few are as incredible as the holodeck.



★ Aliens

As well as the advanced technology she encounters, Lily meets her first alien, the Klingon Lt. Commander Worf.

★ First flight

Lily builds the PHOENIX from whatever material she can salvage; the main fuselage is an old nuclear warhead casing.

★ In defense

Lily is prepared to do anything to protect her ship, and arms herself against the PHOENIX's attackers. She has no idea that her enemies are from another planet.

the fight when required.

But Lily has a conscience, and when she feels Picard's zeal for killing the Borg has overcome him, she calls a stop to his fight. And when it becomes clear to everyone on the *Enterprise* that the battle with the Borg is lost, Lily challenges Picard over his decision to keep fighting a hopeless battle. She realizes that he is out for revenge, instead of saving the human race as he claims, and breaks through his obsession with the use of a literary comparison to Captain Ahab and Moby Dick. Her bluntness, unencumbered by the respect the crew hold, gets

through to Picard. He finally decides to abandon ship, and orders a self-destruct sequence. Luckily for everyone, the Borg are eventually defeated, and Zefram Cochrane makes his first warp flight, albeit without Lily.

Picard meets Lily again after **first contact** with the **Vulcans** has been made on Earth, thus ensuring that the timeline will proceed as it should. Lily has a strong desire to live in the kind of world Jean-Luc Picard knows, and her experience of humanity's future gives her the courage to face the incredible changes that will come over the rest of her lifetime on Earth.

"It's so simple. The Borg hurt you, and now you're going to hurt them back." — Lily to Captain Picard

RECOGNISING OBSESSION

Lily and Picard

From the brief time Lily spends with Picard on the *U.S.S. Enterprise*, she gains an insight into the darker side of his psyche. Unlike the crew, she is not afraid to confront him when she thinks his orders are ill advised.



★ Obsession

Lily watches in horror as Picard searches the body of a Borg drone he has just killed. She realizes from his actions that his crusade against the Borg is as much about revenge as defeating them.

★ Sense

By comparing Picard to Captain Ahab, from the novel 'Moby Dick', Lily makes him realize that he is not acting in the best interests of his ship and crew.





FILE 58 OTHER CHARACTERS AND LIFE FORMS

Mr. Homn

Mr. Homn is Lwaxana Troi's personal attendant. Extremely tall and strong, he has seemingly unlimited patience to cope with his employer's every whim.

Mr. Homn is the valet of **Lwaxana Troi**. He replaced **Mr. Xelo**, who Mrs. Troi claims was strongly attracted to her; she says that his thoughts were not only imaginative, but "truly pornographic!" Mrs. Troi claims that Mr. Homn also spews outlandishly lustful thoughts in her direction, but she retains him in spite of this.

Homn's first name (if he has one), race, and planet of origin are unknown. He is very strong and, being at least a head taller than the average human, he has to

duck to get through standard **Starfleet** doorways. His skin is pale, and he wears long, simple robes.

In dress and appearance, Mr. Homn seems very much like **Ruk**, a sophisticated android encountered by **James T. Kirk** on the planet **Exo III** in 2266, but this may be nothing more than coincidence.

Discreet

Although he is tall, Mr. Homn seems invisible in most social situations. Despite his strength, he is a gentle soul to whom violence seems entirely foreign. Together, he and

PROFILE ON MR. HOMN

NAME: Homn

LIFE FORM: Humanoid. Species and place of origin unknown.

OCCUPATION: Lwaxana Troi's valet.

DUTIES: Looking after Mrs. Troi's dietary requirements, taking care of her luggage and attire, looking after her guests, and general menial tasks.

ENJOYS: Intoxicating beverages, ultaberries, lustful thoughts.

APPEARANCE: Tall, gray, balding.

FIRST SEEN: 'Haven' [TNG]



▲ *Mr. Homn's origins remain a mystery. His employer Lwaxana Troi is usually full of information, but she has never divulged his homeworld. Mr. Homn, due to his quiet, unassuming nature, is also unlikely to shed any light on his origins.*

VARIED DUTIES

★ Porter

Mr. Homn is incredibly strong, which is just as well as Mrs. Troi does not travel lightly. Her cases may be huge, but Mr. Homn carries them with little effort.



★ Chef

One of the many duties Mr. Homn performs is to prepare Lwaxana Troi's food. Here he serves a picnic on her home planet of Betazed.



★ Loyalty

Mr. Homn is constantly at Mrs. Troi's disposal and seemingly follows her everywhere, including onto the holodeck.



Lwaxana Troi make a formidable team. While the headstrong Mrs. Troi spins off confusion and wonderment in all directions, Mr. Homn quietly takes care of practical matters. **Captain Picard** of the **U.S.S. Enterprise NCC-1701-D** finds Mr. Homn difficult to forget.

Lwaxana and Mr. Homn travel together, but Mrs. Troi often considers herself to be alone, without a mate, without anyone she can depend on for loving support and comfort. Though she trusts Mr. Homn entirely, it seems that their relationship is based on business; Mr. Homn is her companion – more than a servant, but not her friend or lover.

Mr. Homn seems like a sophisticated being. He is highly adept in the art of sign language, and this is

OTHER CARDS IN THIS FILE...

4 **LWAXANA TROI**

SEE OTHER FILES...

STAR TREK:
THE NEXT GENERATION.....File 69



Mr. Homn



★ Stoic

Mr. Homn remains unperturbed by Mrs. Troi's demands, and often listens to her interminable woes.

his preferred form of communication. He can speak, but does so only rarely. Whether this is because he is shy, or because this form of communication is not natural to his race, is unknown. He speaks only once during his three-day stay on the *Enterprise* following the wedding reception of Lwaxana Troi's daughter **Deanna**.

Duties

While he seems to enjoy his life, Mr. Homn remains unflappable. He takes orders from Mrs. Troi calmly, no matter how outrageous those orders may be. He seems to revel in her verbal jousting, sometimes considerably more than the people with whom she is arguing. Watching Mrs. Troi's little plans work seems to give him pleasure. Perhaps one of the reasons Lwaxana likes to have Mr. Homn around is because he is such an appreciative audience.

He appears to have a very human capacity for boredom. When bored, he yawns, but he rarely feels this way around Mrs. Troi. Perhaps he finds her as stimulating as she finds him useful. One of the few times he seems shocked is when **Data** suggests, because of his eagerness to drink party beverages, that Mr. Homn might be part human.

Mr. Homn unpacks for Lwaxana Troi, polishes silver, and is able to conduct a **Betazoid** marriage

ceremony in sign language. He also pours drinks at the intimate dinner parties Mrs. Troi sometimes throws. When otherwise engaged, Mrs. Troi trusts Mr. Homn to see that her guests are comfortable, and he silently offers them food and drink. He opens doors for Mrs. Troi, should that be necessary, and is adept at such practical skills as sewing; he is easily able to alter a wedding gown.

Mr. Homn also serves Mrs. Troi on picnics, and picks **uttaberries** for her, although his appetite can get the better of him, and he may eat as many as he brings back.

Whatever he does, Mr. Homn does with something of a flair, whether it is polishing the silver, mischievously banging the gong of thanks at mealtimes a little too keenly, or drinking party beverages. He bows formally, sometimes in agreement, and sometimes merely

in acknowledgment. On some occasions it is difficult to know whether Mr. Homn is being sincere or sarcastic, but Mrs. Troi values his opinion and generally accepts it even if she doesn't like it.

Personal quirks

Mr. Homn's manners are often very different to what humans would expect. He certainly has a weakness for strong drink, and when Picard brings Mrs. Troi a beverage as a gift for her hospitality, he grabs the bottle and knocks back the entire contents. When he is finished he seems pleased with himself, and seems to suffer no bad side effects. When a party is over, Mr. Homn is likely to drink the dregs remaining in each glass, one of the few activities he openly enjoys.

His humor is very dry; a smile barely cracks his almost **Vulcan**-like demeanor as he follows Mrs.

Troi's various attempts at trying to attract new admirers. He appears to relish watching as her unwanted advances make her targets squirm, and enjoys seeing them try to extricate themselves from her company.

He sometimes appears almost disrespectful to the demanding Mrs. Troi by giving just a hint of a questioning look, or performing a task with an over-elaborate flourish, but his overall behavior is one of dedication to his employer. This laconic giant knows where to draw the line and normally performs his tasks more than adequately. Indeed, his even temperament seems to ideally suit the vivacious Lwaxana Troi. His demure demeanor can be the perfect antidote to when Mrs. Troi's interfering and elaborate plans are about to go too far. He is the perfect attendant: unobtrusive, multitasking, and reliable.

★ Vocal

The only time Mr. Homn speaks is when he thanks Captain Picard for the drinks.

"Thank you for the drinks." — Mr. Homn to Captain Picard



★ Not always sincere

Mr. Homn can be very diligent, striking the gong of thanks during mealtimes much to Captain Picard's chagrin.



★ Cheers

Finishing off other people's leftover drinks is one activity Mr. Homn appears to relish.



LOYAL SERVANT

Companionship

Mr. Homn is Lwaxana Troi's constant companion, providing for all her practical and sometimes emotional needs. Most often he is seen blending silently in the background, behind his employer, ready to perform his many menial tasks such as carrying her luggage, or opening doors for her. Despite his imposing size he is often ignored both by Mrs. Troi and the people to whom she is conversing; indeed, one of his main attributes appears to be his discretion. Mrs. Troi is very comfortable for him to hear her conversations with others, and for him to be privy to her romantic plans. Moreover, his qualities as a good listener stand him in good stead as Mrs. Troi's verbosity is legendary, and there are numerous times when he is confidante to her problems and insecurities. Loyal, trustworthy, and patient, he is her perfect companion.

◀ Humor

It is fortunate that Mr. Homn appears to have a good, but discreet sense of humor. A smile is often seen playing on his lips when he sees the objects of Mrs. Troi's romantic attentions trying to politely fend her off.



Harvester Weapons and Genetic Bath

As tools of war, biogenic weapons are devastatingly efficient, striking swiftly, silently, and indiscriminately. During the centuries-long war between the T'Lani and the Kellerun, deadly weapons known as harvesters were spawned.

Harvester weapons were developed over a 10 year span shortly before the end of the centuries-long war between the T'Lani and the Kellerun. Armed with these deadly **nanobiogenic** weapons, the Kellerun destroyed the entire population on T'Lani III; striking quickly and silently, the weapon wiped out great masses of the T'Lani people. Yet, while the harvesters were once a primer to mass extinction, they later became the best retardant against further wars between the two races; biogenic weapons are so deadly that most, such as **cobalt disselenide**, are banned under interstellar treaties.

Harvester weapons consist of an extremely small **biomechanical gene disruptor**, large quantities of which are contained in long clear canisters, each consisting of two liters of a dayglo orange gel that is extremely resistant to broad spectrum radiation. The top of each canister is marked with a warning label. Kellerun and T'Lani scientists alike spent years researching these weapons of mass destruction, filling huge databanks with information. At the war's end, these databanks were purged of all their information to prevent the weapon from being recreated.

Biological horrors

A single drop of the gel from one of these canisters can kill a person over a few short hours. Mere contact with flesh causes a severe burn-like wound to appear, followed by chills. The victim's blood pressure lowers while fever rages as the body unsuccessfully fights the deadly biomechanical gene disruptor. The harvester tears down the body to the point where the victim is unable to see clearly, and is unable to move without assistance. The victim sweats profusely, pales, and will soon die unless appropriate treatment is administered. A **hypospray** can prolong one's chances of survival, but it is extremely important to get the victim to a medical facility.

Stockpiles of the harvesters collected by the T'Lani and the Kellerun after their war present a problem; since there is no safe means of destroying them, the now-peaceful races are required to look to outside resources for help. The process of destroying nanobiogenic weapons requires extreme care in handling and specific command protocols; the weapons are defused in a genetic bath consisting of a round table paneled on all sides. A transparent

DEADLY CANISTERS

Each canister carries a warning label on the top of its lid.



▲ Dr. Bashir is sent to aid the T'Lani and Kellerun scientists on an orbiting T'Lani munitions vessel. Bashir is intent on helping them to destroy the weapons which have caused both races so much death.



1 Just a drop
The deadly gel is kept in small, two-liter canisters. A single drop is enough to cause death.

The durable canisters holding the red-orange gel are entirely transparent.

Harvester Weapons and Genetic Bath

half-dome is filled with a pale green liquid into which the canisters are lowered. The canisters fit into holders, and multiple batches can be destroyed within a few minutes.

The genetic bath containing the nanobiogenic weapons is then blasted with a **muon** generator at a specific frequency. The blue muon rays cause the gel within the canisters to turn from a bright orange to a muted green, indicating that the harvester's genetic disruption process has stopped. This is confirmed by additional readings from a control station, and a high security camera monitors every step of the delicate procedure.

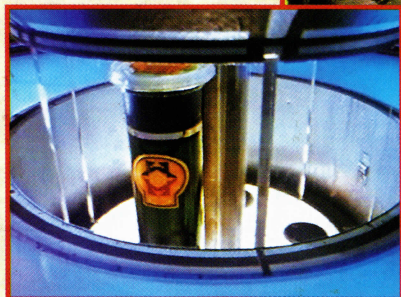
Erasing all traces

On **Stardate 47529.4**, **Starfleet** officers **Dr. Julian Bashir** and **Chief Miles O'Brien** from **Deep Space Nine** are called in to assist scientists on an orbiting T'Lani munitions vessel to destroy the remaining stockpiles of the deadly weapon. The Kellerun and T'Lani ambassadors are even prepared to kill their own scientists to ensure all knowledge of the weapons is lost forever. Bashir and O'Brien are caught up in the action when Kellerun soldiers attempt to execute all the scientists responsible for the destruction of the harvester weapons. During their escape, O'Brien is accidentally infected, but they escape and he is successfully treated. As far as is known, Bashir and O'Brien are the last living sources of knowledge on these deadly biogenic harvesters.

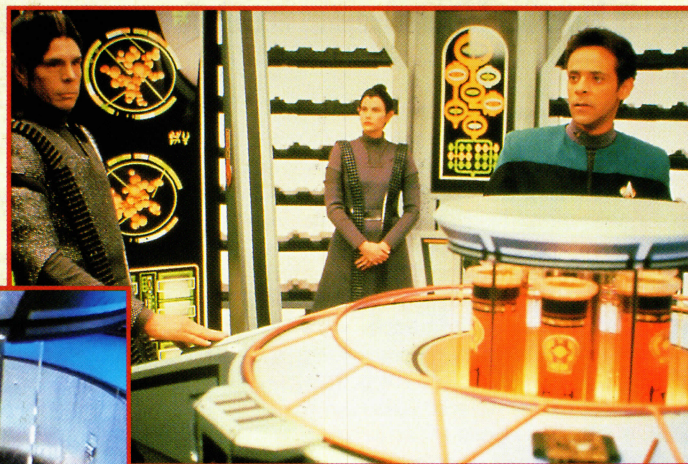


Now the Kellerun and the T'Lani are at peace, the weapons are no longer needed as a deterrent, and are to be rendered harmless.

Starfleet officers Dr. Julian Bashir and Chief Miles O'Brien are drafted in to help destroy the remaining weapons.



Along one wall, a set of shelves holds the still-lethal canisters awaiting destruction. Another set holds the defused canisters.



The deadly gel is a translucent orange color, but blasting it with a muon generator causes it to turn into a murky, opaque green substance that is no longer dangerous. The process takes the scientists an entire week of testing to develop.

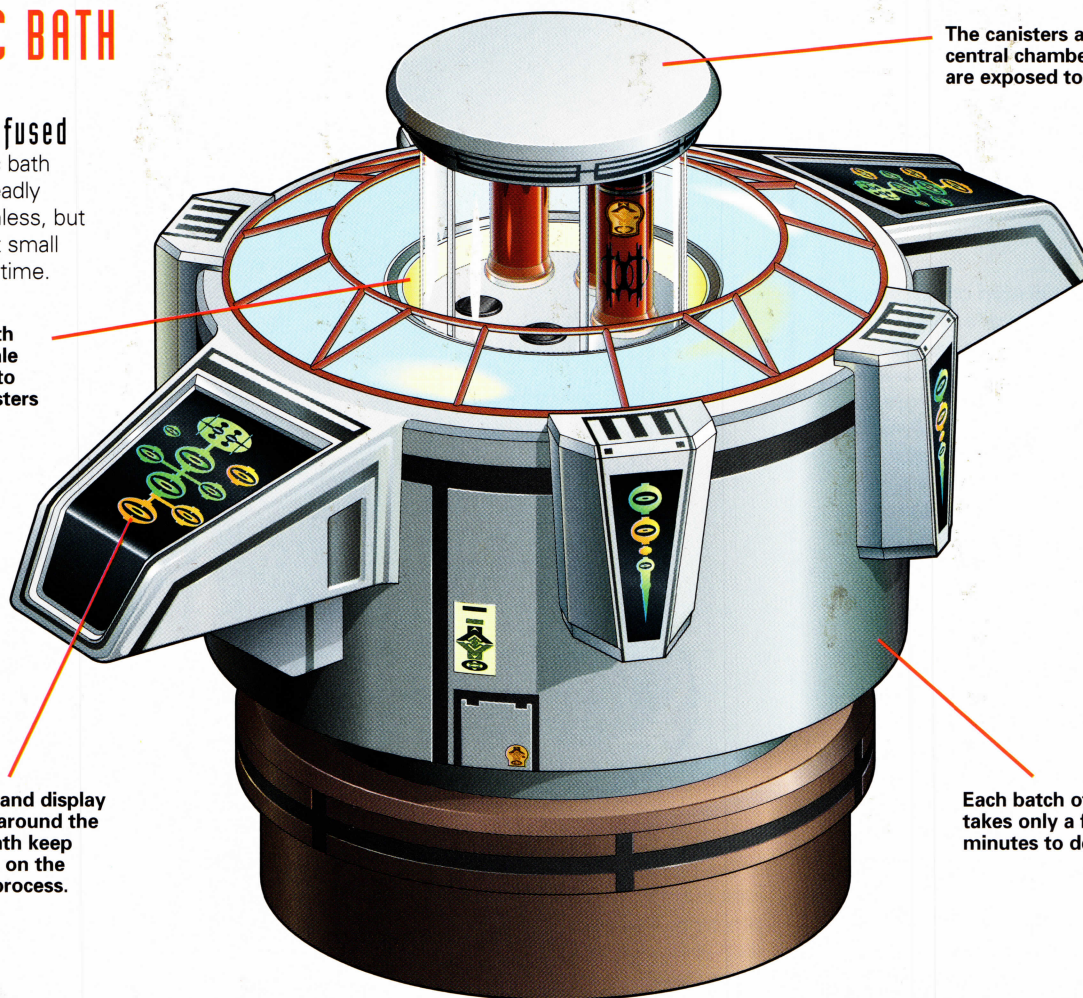
GENETIC BATH

2 Danger defused

The genetic bath renders the deadly canisters harmless, but can only affect small numbers at a time.

The genetic bath consists of a pale green liquid, into which the canisters are lowered.

Readouts and display monitors around the genetic bath keep close tabs on the defusing process.



The canisters are placed in a central chamber where they are exposed to the muon rays.

Each batch of canisters takes only a few minutes to destroy.



FILE 69 STAR TREK: THE NEXT GENERATION

'The Outrageous Okona'

When the *U.S.S. Enterprise NCC-1701-D* offers help to a ship in trouble, the crew find more than they bargained for. The ship's flamboyant captain is wanted on two planets, but both he and his pursuers seem reluctant to explain the charges.

CAPTAIN'S LOG

STARDATE 42402.7

"We are traveling in the Omega Sagitta system, traversing between the planets that form the Coalition of Madena. Both worlds ... now exist under a precarious but successful treaty."

A small vessel approaches the *U.S.S. Enterprise NCC-1701-D*. It is experiencing difficulties, and **Captain Picard** offers assistance to its single crewman, a handsome rogue named **Thadiun Okona**. He beams aboard the *Enterprise* and immediately starts working his charms on the crew, flirting with female crew members and trying to joke with **Data**, who fails to understand.

Meanwhile, a new ship approaches and locks its weapons onto the *Enterprise*. The captain of this ship tells Picard that the *Enterprise* is trespassing in their space and demands that Okona is turned over to them; he is a wanted criminal on the planet **Altec**. Soon, another ship approaches; this one is a security vessel from **Straleb**, and it also wants Okona.

A family feud

Okona is summoned to the bridge, but he also declines to tell Picard what he is wanted for until the Altec captain produces his pregnant daughter, claiming Okona is the father. The Straleb vessel's captain accuses Okona of stealing the precious **Jewel of Thesia**.

Picard invites both captains to the *Enterprise* to sort things out, and uncovers that **Benzan**, the son of the Straleb captain, is the baby's father. He took the jewel and gave it to Okona to deliver to **Yanar**, the daughter of the Altec captain, as an heirloom for the baby. The young lovers blamed both crimes on Okona, who has been passing messages between them. The two fathers come to a truce, but leave the ship arguing about which planet the child will be raised on.

Data tries to understand humor by performing to a **holodeck** audience, but realizes they are only laughing because they are programmed to. He concludes that there is nothing as uniquely human as humor.

As the crew bid farewell to Okona, **Wesley Crusher** encourages Data to "say goodbye, Data". "Goodbye, Data" the android responds, but fails to understand what everyone finds so amusing.

ON SCREEN...



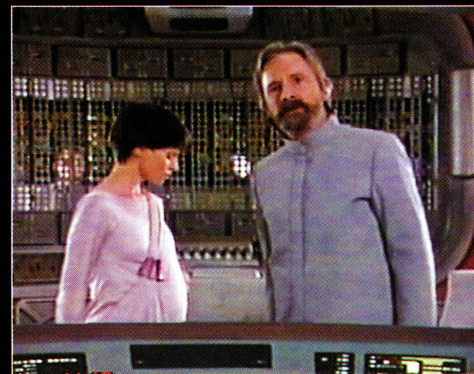
1 The *U.S.S. ENTERPRISE* aids a handsome rogue named Thadiun Okona; the empathic Counselor Troi describes him as "mischievous, irreverent, and brazen".



2 After an encounter with Okona's wit, Data seeks out Guinan to help him understand the concept of humor. He does not grasp any of Guinan's jokes either.



3 Two vessels approach the *U.S.S. ENTERPRISE* demanding Okona; the charming rogue is discovered by Worf in a female crew member's quarters.



4 When Okona refuses to tell Picard why he is wanted on two planets, the Altec captain presents his accusation visually: his pregnant daughter, Yanar.



5 The young lovers confess that they are guilty of the crime of which Okona is accused; his only involvement was to help keep their secret from their feuding fathers.



6 As Okona leaves, cleared of his alleged crimes, Wesley leads Data to make an inadvertent joke; Data cannot understand what everyone is laughing at.

STARSHIP FACTS

When Data tells Okona that he does not understand sex appeal, Okona asks him if he has seen any good-looking computers lately.



TM, ® & © 1998 Paramount Pictures. All rights reserved.





'The Schizoid Man'

After Data meets his 'grandfather', dying scientist Ira Graves, his behavior becomes increasingly erratic. The android displays a wide range of powerful emotions from arrogance to jealousy, and even violently attacks his captain.

MEDICAL LOG

STARDATE 42437.5

"Ira Graves is arguably the greatest human mind in the universe. For years he's lived in near isolation on a remote planet, devoting full time to his research. Eight hours ago we monitored a message from his assistant, urgently requesting medical aid. I only hope we can reach him in time."

A U.S.S. Enterprise NCC-1701-D away team comprised of Data, Worf, Troi, and Dr. Selar is sent to the planet Gravesworld to investigate a medical distress signal sent by Kareen Brianon, assistant to the brilliant cyberneticist Ira Graves.

Brianon is worried about Graves's health; Selar's examination reveals he is suffering from the final stages of Darnay's disease. It is terminal, and Selar estimates Graves has less than a week to live.

Graves discovers Data is the creation of Noonien Soong and he claims to have been Soong's mentor; he urges Data to call him 'grandfather'. Graves tells Data he has found a way to transfer the human mind into a computer. Not long after this discussion, Data regretfully informs the rest of the away team that Graves has died.

A neurotic android

Captain Picard holds a memorial service for Graves; Data delivers an emotional eulogy and over the next few days the android displays flashes of arrogance, insolence, and even jealousy after he observes Kareen talking to Picard.

As Kareen prepares to depart for Starbase VI, Data approaches her and admits that shortly before his death, Graves deactivated the android and placed his consciousness inside it; his human essence is in a near-immortal frame. The scientist desires to place Kareen's mind in an android body also, but Kareen refuses his offer and he breaks her hand in a moment of rage.

Picard confronts Graves and orders him to release Data's body. Graves refuses, and knocks the captain unconscious. Picard is later revived by Dr. Pulaski, who informs him that Data has been found unconscious in his quarters.

Geordi La Forge reactivates Data and the android returns to normal. It transpires that Graves could not obliterate the personality of his 'grandson'; instead, he decided to place his mind within the Enterprise's computer. Graves will now live forever, as pure knowledge without consciousness.

ON SCREEN...



1 When Graves meets Data he notices the android's lack of aesthetic appreciation. This leads him to conclude that Data is the creation of his brilliant student, Dr. Noonien Soong.



2 Graves confides in his 'grandson' that he has found a way to prolong human life by transferring an individual's consciousness into a computer. He then quietly passes away.



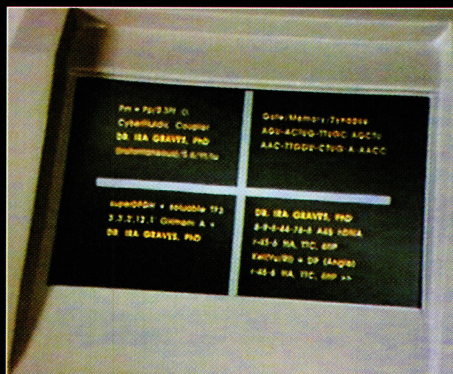
3 A memorial service is held for Graves aboard the U.S.S. ENTERPRISE; Data delivers a eulogy for the late scientist and is overcome with emotion.



4 Data confesses to Kareen Brianon that he houses the consciousness of Graves; he becomes violent when Kareen will not agree to be 'transferred' also.



5 After attacking Captain Picard, Data is found unconscious in his quarters; the essence of Graves has left his body, unable to exist alongside Data's own personality.



6 Graves finally attains his wish for immortality by transferring his knowledge into the U.S.S. ENTERPRISE's computers.

STARSHIP FACTS



Troi forces Data to undergo a psychotronic stability examination similar to the one undergone by all Starfleet Academy cadet trainees.



'Apocalypse Rising'

When Odo suspects the head of the Klingon Empire has been replaced by a Changeling, Starfleet orders Captain Sisko to lead an infiltration team past the enemy fleet and into the heart of the Empire to uncover the truth.

'APOCALYPSE RISING'

"So let me get this straight ... all we have to do is get past an enemy fleet ... beam into the ... Klingon headquarters and avoid the Brotherhood of the Sword."

— Chief Miles O'Brien

Joining with the **Dominion Founders** in the **Great Link** has left Odo with the suspicion that **Gowron**, head of the **Klingon Empire**, has been replaced by a Changeling. **Sisko** and **Dax** travel to **Starfleet Command** to report this grave news.

Sisko is ordered to lead an infiltration team to **Ty'Gokor**, a fortified planetoid located in an asteroid field deep within Klingon space. Gowron is kept under constant protection by his personal security force, the **Yan-Isleth**, or the **Brotherhood of the Sword**.

During their return to **Deep Space Nine**, the **Runabout Rio Grande** encounters a Klingon raiding party. Such attacks are becoming increasingly common.

Starfleet have given Sisko four modified **polaron emitters**; exposure to polaron radiation destabilizes Changeling physiology. To expose the shapeshifter, the infiltration team will need to activate all four devices at the same time, at close proximity.

Uninvited guests

Sisko persuades **Gul Dukat** to take the team through Klingon space in his **Bird-of-Prey**. **Dr. Bashir** disguises Sisko, **O'Brien**, and the now solid Odo, as Klingon warriors; they depart with **Worf** to the station. Gul Dukat creates false Klingon identities for them on the Klingon central computer, which will be added to the list of candidates for the **Order of the Bat'leth**.

Later, Dukat's **Bird-of-Prey** is hailed by another Klingon vessel. The failure of the ship's **holofilters** forces Dukat to abandon his plan to pose as an imposing Klingon; instead he destroys the other craft and moves quickly away from the wreckage. Once Ty'Gokor is reached, Dukat quickly retreats from Klingon space.

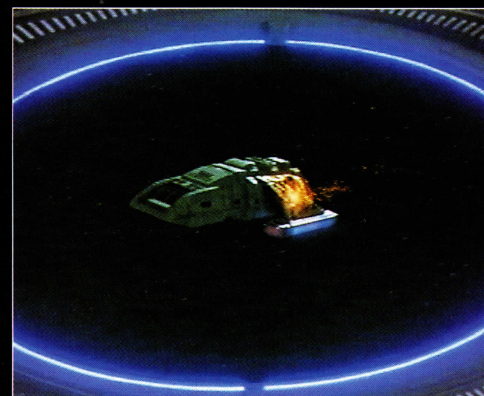
The infiltration crew beam into the **Hall of Warriors** and join in the Bat'leth celebrations. Worf reminds the others that they have embarked on an endurance test: all true Klingons will be expected to eat and drink through the night but remain clear-eyed for Gowron's arrival in the morning. Luckily, the team have taken anti-intoxicants to counteract the notorious potency of the Klingon **bloodwine**.

The night draws to a close and **General Martok** arrives, in advance of Gowron.

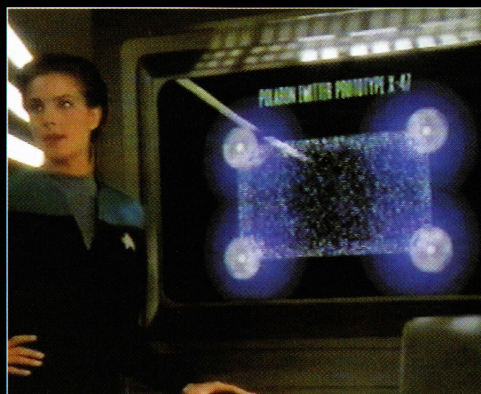
ON SCREEN...



1 After joining with the Founders in the Great Link, Odo retains some vague memories and images of the experience; he can remember seeing the face of Gowron.



2 Sisko and Dax travel to Starfleet Command to report Odo's suspicions. On their return journey to DEEP SPACE NINE, they are attacked by a Klingon raiding party.



3 Sisko and Dax call a meeting for all the senior officers to discuss the plan to foil the Founders' plot. Dax explains how four polaron emitters can expose the Changeling.



4 The infiltration team are disguised as Klingon warriors by Dr. Bashir; Gul Dukat is persuaded to take them into Klingon space in his own BIRD-OF-PREY.



5 While on route, Worf tries to tutor his colleagues in the ways of Klingon warriorhood; Sisko gets into the spirit of things even if O'Brien and Odo do not.



6 Sisko, O'Brien, and Odo must endure a night of Klingon feasting and drinking bloodwine, but still remain bright eyed for Gowron's arrival in the morning.





'Apocalypse Rising'

When the team begin to ready their polaron devices, Martok appears to recognise O'Brien. The chief bluffs his way out of danger by claiming to be **Pahash**, son of **Konjah** – a battle veteran of **Mempa**, where Martok won glory. Shortly afterward, Odo has an emitter taken out of his hand by another Klingon, but Worf insists it is merely a **tinghamut**, a **Vulcan** toy taken as a souvenir of the raid on **Archanis**.

Gowron finally makes his regal entrance. Martok begins to read out the long list of Bat'leth commendations; when Sisko's identity is called, the general finally recognises his old foe. Outgunned and outnumbered, the team is captured and placed in holding cells.

Martok visits them and admits that he too has had his suspicions about his leader. Over the last few months Gowron the politician, the compromiser, has given way to Gowron the warrior. When the war with the **Federation** began Gowron ignored the wisdom of his generals, and pushed for all-out attack; Klingon losses continue to mount, but he still refuses to retreat.

Martok claims that Gowron had the polaron emitters destroyed; now only death will reveal he is a Changeling. Dismissing Worf's talk of an honorable battle, he frees the infiltration team and guides them back to the Warrior's hall. Martok detains Odo; he does not trust the former shapeshifter.

Changeling unmasked

Worf approaches Gowron and challenges him to a bat'leth duel. His old enemy calls off the Yan-Isleth and a fierce fight begins. Eventually Worf gains the upper hand and prepares to deliver the killing blow, but Odo suddenly pushes through the crowd and shouts for Worf to hold his sword. Odo now believes it is Martok who is the real Changeling impostor; the general's disregard for Klingon honor compares poorly with Gowron's willingness to fight and die an honorable death.

His cover broken, the Martok impostor shapeshifts and attacks Odo. The Yan-Isleth instantly react, killing the Founder with heavy weapons fire.

Afterward, Gowron accepts that Odo was misled by the Dominion; the Founders nearly managed to get Starfleet to murder the head of the Klingon Empire, ensuring a shapeshifter would take his place. The Klingon-Federation conflict would have escalated until both sides were destroyed,

leaving the **Alpha Quadrant** ripe for Dominion takeover. Gowron agrees to call a meeting of the **Klingon High Council** to call for a temporary ceasefire; during this time his people will argue for the right to annex Archanis and the other worlds they have seized during the conflict. Gowron

offers to return Sisko and his officers back to *Deep Space Nine*, but he makes it clear he still considers Worf to be a mortal enemy.

Once back on the space station Bashir restores O'Brien, Odo, and Sisko's usual features. The captain jokingly confesses he had grown quite attached to Klingon fangs!

ON SCREEN ...



7 As Sisko's false identity is called out, Martok recognizes his old foe. The infiltration team are overcome and immediately imprisoned.



8 Martok visits the prisoners and admits he has suspected Gowron's behaviour of late; he is not interested in the prospect of an honorable battle, and frees the team.



9 Martok claims he does not trust the former Changeling, so Odo remains a prisoner. Once the others have gone, Martok returns, and Odo discovers that it is he who is the impostor.



10 Odo escapes in time to stop Worf from killing Gowron; the Founders had in fact planned for Starfleet to murder the true Klingon Chancellor, igniting a war between the Empire and the Federation.



11 The Changeling impostor reveals his true nature and is immediately killed by Gowron's personal security force, the Brotherhood of the Sword.



12 Sisko's team has succeeded in saving the head of the Klingon Empire. Gowron is grudgingly grateful, but makes it clear that Worf is still an enemy.

STARSHIP FACTS

A During the Klingon-Federation war the **U.S.S. Armstrong** and **U.S.S. Drake** sustained heavy casualties during a Klingon ambush.

A In the Hall of Warriors, Sisko overhears a Klingon boast of killing Starfleet Captain Laporin, with whom he attended the Academy.



H continued

Hatarian system

A destination for archeology-buff **Captain Jean-Luc Picard** in 2370. This star system is renowned for an abundance of fascinating sites. (*Starship Log: 'Firstborn'* [TNG]) **SEE FILE 69**

hatchling pond

Miles O'Brien built a hatchling pond – comparable to a human baby's crib – for **Deep Space Nine** resident **Ensign Villx'pran**, in anticipation of his giving birth. (*Starship Log: 'Heart of Stone'* [DS9]) **SEE FILE 70**

Hathaway, U.S.S.

In service in 2285, this **Constellation**-class ship, registry **NCC-2593**, was a derelict by 2365. It was then used in war simulations, with **William Riker** as its captain. (*Starship Log: 'Peak Performance'* [TNG]) **SEE FILE 69**



William Riker was given temporary command of the U.S.S. HATHAWAY. While he was acting as its captain the ship had an incident with the Ferengi.

Hathon

Weapons depot site during **Cardassian** occupation of **Bajor**. The home of the depot commander, **Gul Pirak**, was attacked by the **Shaakar Resistance Cell**. (*Starship Log: 'The Darkness and the Light'* [DS9]) **SEE FILE 70**

Havana, U.S.S.

This **Istanbul**-class starship, registry number **NCC-3403**, was scheduled to meet the **U.S.S. Enterprise 1701-D** in 2369, after that ship studied deadly firestorms over **Bersallis III**. (*Starship Log: 'Lessons'* [TNG]) **SEE FILES 31, 69**

Haven

See **Beta Cassius**.

hawk

Aggressive Earth bird with a curved beak. A hawk on a **Delta Quadrant** planet reminded **Chakotay** of home, until it attacked and wounded **Neelix**. (*Starship Log: 'Tattoo'* [VOY]) **SEE FILE 71**

Hawk, Lieutenant

Conn officer aboard the **U.S.S. Enterprise NCC-1701-E** in 2373. He fought alongside **Captain Picard** and **Worf** in a zero-g battle against invading **Borg drones** on the exterior of the *Enterprise*, but was later assimilated by the Borg and killed by **Worf**. (*Starship Log: Star Trek: First Contact*) **SEE FILE 26, 43, 79**



Data plays poker with three of the greatest scientific minds from Earth's history.

Hawking, Dr. Stephen

20th-century English astrophysicist and leader in the fields of theoretical physics and cosmology. **Data** played poker with a holographic representation of Hawking. (*Starship Log: 'Descent', Part I* [TNG]) **SEE FILE 69**

Hawking, Shuttlecraft

Shuttlecraft 15 aboard **U.S.S. Enterprise NCC-1701-D**, named after Dr. Stephen Hawking. The vessel was attacked in 2367 while carrying **Ambassador Odan**; survived the *Enterprise* crash on **Veridian III** in 2371; and rescued **Picard**. It was transferred to the **U.S.S. Enterprise NCC-1701-E**. (*Starship Log: 'The Host'* [TNG]) **SEE FILES 25, 69**

Hawkins

Mordan IV's Federation ambassador. He was among hostages apprehended, in 2364, and threatened with death if **Admiral Mark Jameson** did not arrive to negotiate. Eventually, he was released unharmed. (*Starship Log: 'Too Short a Season'* [TNG]) **SEE FILES 18, 69**

Hawkins, Willie

A black baseball player in **Benjamin Sisko's** vision of 1953 Earth. Willie, an outfielder, wore number 15 for the New York Giants. He was interested in Benny's girlfriend. (*Starship Log: 'Far Beyond the Stars'* [DS9]) **SEE FILES 5, 70**

Hayashi system

By 2366, no precise exospheric charts were developed for this planetary system. The **U.S.S. Enterprise NCC-1701-D** was assigned the project, but was detoured by a more pressing situation. (*Starship Log: 'Tin Man'* [TNG]) **SEE FILES 4, 69**

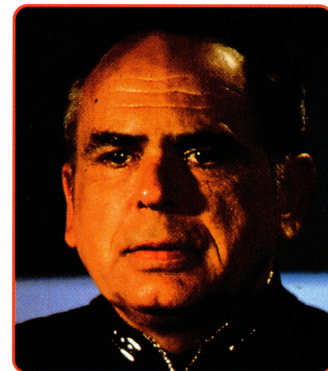
Hayes, Admiral

This Starfleet command officer informed **Picard** of the **Borg's** advance on Earth and ordered the **U.S.S. Enterprise NCC-1701-E** away from the battle. Hayes lost his ship, but survived. Several years later, he sent a message to the **U.S.S. Voyager NCC-74656**. (*Starship Log: 'Hope and Fear'* [VOY]; *Star Trek: First Contact*) **SEE FILES 71, 79**

Hayes, Ensign

Crew member of the **U.S.S. Enterprise NCC-1701-D**. In one quantum reality he worked in engineering, and took charge after **La Forge** was injured. In 2371, he manned the bridge tactical station. (*Starship Log: 'Parallels'* [TNG]; *Star Trek: Generations*) **SEE FILES 69, 78**

Hatarian system
hatchling pond
Hathaway, U.S.S.
Hathon
Havana, U.S.S.
Haven
hawk
Hawk, Lieutenant
Hawking, Dr. Stephen
Hawking, Shuttlecraft
Hawkins
Hawkins, Willie
Hayashi system
Hayes, Admiral
Hayes, Ensign
Hayes, Jack
Hayes, Lieutenant
Hayne
Hazar, General
HD-25
heading
headsets
Headman
Health and Safety inspection
heart of targ
heartburn
heater
heavy graviton beam
Hechu'ghos
Hedford, Commissioner Nancy



From his flagship, Admiral Hayes led a fleet of starships into battle against the Borg ship heading for Earth in 2373.



The unfortunate Lt. Hawk was killed by Worf after he had been assimilated by the Borg collective.



Hayes, Jack This Earth farmer from 1937 was one of 300 humans destined for a life of slavery on the **Briori** homeworld in the **Delta Quadrant**. He was in cryostasis when found by the crew of **U.S.S. Voyager NCC-74656**. (*Starship Log*: 'The 37's' [VOY]) **SEE FILE 71**

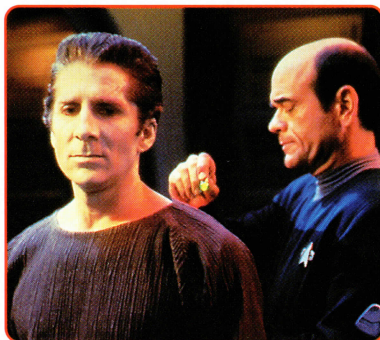
Hayes, Lieutenant This crew member was top of the duty roster when **Data** needed a shuttle pilot to find an off-course demo torpedo; because of a hiatus in the ship's schedule, **Captain Jean-Luc Picard** did the job. (*Starship Log*: 'Genesis' [TNG]) **SEE FILES 25, 69**

Hayne Charismatic gang leader from **Tasha Yar's** home planet, **Turkana IV**. Hayne aided **Picard's** search for kidnapped **Federation** engineers in 2367, expecting to dupe the **Starfleet** personnel into incapacitating his rivals. (*Starship Log*: 'Legacy' [TNG]) **SEE FILE 69**

Hazar, General In 2370, this **Bajoran** general saw a threat to **Bajor** in a **Skreean colony ship** which he ordered annihilated. He revoked his order when it was learned that the craft carried a single youth. (*Starship Log*: 'Sanctuary' [DS9]) **SEE FILE 70**

HD-25 This **Delta Quadrant isomorphic projection**, or hologram, was a janitor on an alien ship. He murdered his entire crew, and was inspired, by the **U.S.S. Voyager's EMH**, to explore the Galaxy. (*Starship Log*: 'Revulsion' [VOY]) **SEE FILES 55, 71**

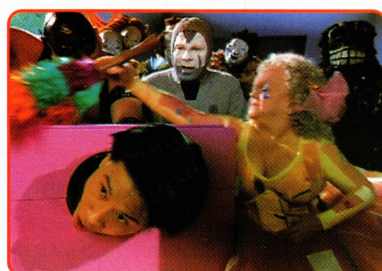
▶ The Doctor was worried by the unstable behavior of a fellow hologram.



heading The direction in which a starship is traveling, using the center of the Galaxy, described numerically as 000 mark 0, as the only point of reference. **SEE FILE 3**

headsets The headsets worn by the **Vorta** commander and pilot of **Jem'Hadar** ships perform the functions that would be provided by a viewscreen on a **Federation** vessel. (*Starship Log*: 'A Time to Stand' [DS9]) **SEE FILES 16, 40, 63, 70**

▶ Cardassians suffer no discomfort from wearing the headsets used on Jem'Hadar vessels, but they induce headaches in humans.



▶ Harry Kim faces the Headsman's guillotine after entering the dream-reality of the Kohl survivors.

Headsman Virtual executioner created by the computer program ruling the dream-lives of frozen **Kohl** settlement survivors. The masked Headsman's guillotine killed three settlers. (*Starship Log*: 'The Thaw' [VOY]) **SEE FILE 71**

Health and Safety inspection A clause in the **Klingon-Federation** treaty giving **Starfleet** the option to verify healthy and secure conditions onboard Klingon vessels. In 2370, the pretext of such an inspection was used to detain a Klingon shuttlecraft. (*Starship Log*: 'Gambit', Part II [TNG]) **SEE FILE 69**



▶ William Riker took part in a Klingon-Federation exchange program. During his service on the **I.K.S. Pagh**, he tried to fully experience Klingon culture.

heart of targ A **Klingon** dish made from the hearts of Klingon pigs – or **targ** – served on a bed of greens. **William Riker** tasted this meal prior to serving on the **I.K.S. Pagh**. (*Starship Log*: 'A Matter of Honor' [TNG]) **SEE FILES 11, 43, 69**

heartburn **SEE dyspepsia**

heater **Sigma lotia II** term borrowed from Earth's 1920's Chicago gangsters for any type of personal firearm. The **lotians** used weapons that discharged lead bullets via single or burst-type firing mechanisms. (*Starship Log*: 'A Piece of the Action' [TOS]) **SEE FILES 18, 68**



▶ Starfleet officers Kirk and Spock found themselves in the role of Earth's 1920's gangsters on **Sigma lotia II**.

heavy graviton beam A beam that transmits graviton forces in a localized field. It was studied for effectiveness as a weapon to combat the **Borg**, but was deemed useless in that application. (*Starship Log*: 'The Best of Both Worlds', Part II [TNG]) **SEE FILE 69**

Hechu'ghos **Klingon** command that means "set course". This phrase is frequently heard on Klingon starships. (*Starship Log*: 'Unification', Part I [TNG]) **SEE FILES 11, 69**

Hedford, Commissioner Nancy In 2267, this **Assistant Federation Commissioner** was mediating a war on **Epsilon Canaris III** when she became ill and died in transit to the **U.S.S. Enterprise NCC-1701**. Secretly, she merged with a life force known as the **Companion**. (*Starship Log*: 'Metamorphosis' [TOS]) **SEE FILES 43, 58, 68**